

## The Backrooms

in: [Class Ψ](#), [Survival Difficulty Ψ](#), [Cluster I](#), and [3 more](#)

# Level 150: "The Infinite Garden"

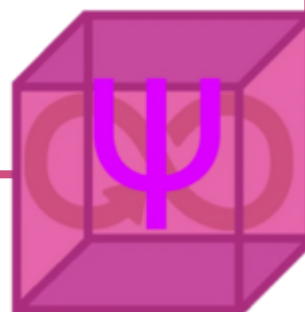
**Survival Difficulty:**

**Class Ψ**

» **Unsafe**

» **Unsecure**

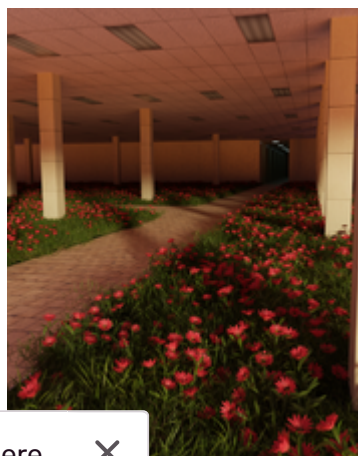
» **Mental Hazard**



**Level 150** is the 151<sup>st</sup> level of The Backrooms.

## Description

**Level 150**, also known as The Infinite Garden, certainly isn't safe, especially if you have mental disorders such as anxiety, psychosis, or delirium. People with pollen allergy also don't stay in this level for too long, obviously. The level, as previously mentioned, resembles an infinite garden, with multiple rooms dividing the different types of plants, with an also infinite concrete path



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Level 150.  
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(arrotwithak)

One will encounter various assortments of flora depending on where they reach this level. The most often recorded entry is on [Level 234](#), especially in the Caraguaçu neighborhood. In the level, close to the Haunted Museums, there is a solitary flower store. If a wanderer goes in, they'll notice the entrance.

In this level, there are faucets with drinkable water. On rare occasions, people will build small forts on the level, just to stay "protected". They'll prepare by importing stuff from previous levels or just destroying and collecting bits of Level 150.

Some residents are opposed, yet they tolerate the constructions. This level doesn't present different floors, instead being separated by rooms. The ceiling is contemporary, with ceiling tiles and lighting displaying the dropped ceiling style. However, all of the lights are turned out, and it does not appear that anyone can put them back on.

The only source of light present in the level is by the "Windows". It isn't similar to the regular window, as the "glass" is indestructible, the "light" seems to be artificial and no one can open them. Sometimes, you can see a "landscape" on the distance, but it also seems fake, but don't worry; these windows aren't as dangerous as the other ones present in other levels. Pillars are present in the rooms, and the hallways connecting one room to another are pretty long, being the only part of the level where the ceiling lights are working well.

The types of plants seem to change approximately every 2 kilometers (~1.25 miles), with each room being around 75 meters x 70 meters, and the more distant from the center you are, the rarer the plants are; there are some exceptions that can be found eventually, as the Palm Trees Section can be found approximately



Photo of the "Windows" of Level 150 with a "landscape". Photographer unknown. (Credits to carrotwithak)



Photo of Level 150, or presumably the of the backstory. (Credits to carrotwithak)

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## Common Sections

## Orchid Section

The first section you see entering from [Level 234](#), 20 kilometers north from the center. People stay here temporarily to adapt to the ambient, but they quickly leave, trying to find something to eat and drink on the level. Rarely, some vanilla orchids bloom on this section, and the most experienced explorers can extract the pods of the plant to use it on sweet foods. Facelings visit this section often to water the plants.

## Cacti Section

The dead center section of Level 150. As cacti don't need a lot of water, Facelings rarely visit the region. There are no colonies and/or outposts present in the section, since people can't eat them. Some explorers already tried to use them as weapons, since the spikes can hurt one pretty badly if hit in a weak area.

## Rose Section

The most populated section from the non-edible plants. About 42 kilometers north-west from center. Facelings like to spend time here admiring the roses when they aren't watering plants. People also live here because it's next to the edible plants, more specifically the cabbage section.

## Edible Plant Sections

### Cabbage Section

The most populated section from the edible plants. This section is so popular because it's next to the previously mentioned Rose Section and because it is the closest Edible Plant Section from the center, being 42 kilometers north. A lot of small-medium colonies are present in this section, but sometimes the cabbage gets contaminated by bugs.

### Strawberry Section

Although strawberries are edible and good for the general health, people didn't occupy this section because they rot too fast, meaning they couldn't consume it all. It is located 78 kilometers south-east. Facelings rarely water here too, making it the least populated section.

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Although it is more habitated

by people that went too far on the center and wanted a place to stay. There are a

lot of colonies here, and The Republic of Level 153 is also present. Facelings are common around there.

## Uncommon Areas

### Varied Mushrooms Area

As the name says, this isn't a section, it's more like an area, because it doesn't consist of only one section. No one has an exact measure of where this area is, but we know that it is on the north-west direction. This area was previously used for cultivating big trees, proven by the large amount of tree stumps present and the elevated ceiling. This probably facilitated the appearance of the mushrooms. All the types of **mushrooms** are present in this area: edible, toxic and psychoactive mushrooms. There are no colonies and/or outposts present.

### Darkness Area

This area is (almost) completely dark. There are no windows present, the light doesn't work as always, as well as the air conditioner and there aren't plants. The most accepted theory is that the plants that were present before eventually died, being forgotten by the population and the facelings, that maintain Level 150, although no one knows what happened with the "Windows".

## Entities

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### Facelings

**Facelings** are one of the few types of entity present in this level. Luckily, in this level, they are very peaceful and most of the time, they don't harm humans (only if they're attacked first). Adult Facelings are more common than the Child Facelings, while the other possible types are not present. In this level, their job is to water and take care of the plants. As there are virtually infinite plants in this level, they can't water all, but the quantity of Facelings present in this level compensates for it.

### Colonies and Outposts

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are true or even

## Flora Group

- Their main goal is to appreciate and document the plants present on Level 150.
- They're estimated to have around 14 members;
- They are very peaceful, and will always accept new members.
- Open to trades, but they don't have a lot of properties besides plants.
- Present around the Rose Section.

## Entering Level 150

As previously mentioned, you can no-clip to Level 150 by entering an employees-only door in a flower shop in [Level 234](#). The same thing can happen on [Level 11](#), but it might be harder to find a flower shop there. You can go to this level if you find a rubber duck on [Level 289](#).

You also have a slight chance to no-clip on [Level 0](#) directly to here, waking up buried in dirt. According to reports, that isn't a very pleasant experience.

## Exiting Level 150

The most common way that people exit Level 150 is by consuming psychoactive mushrooms. One can find them on the Varied Mushrooms Area, but it is advised to choose very well, because you might eat a toxic mushroom. If everything goes well, it will lead to [Level 151](#). If it eventually goes wrong, the destiny will be to [Level 0.8](#). The other way is getting to a door with flowers that will lead you to the [Sublevel 150.1](#).

« [Level 149](#) | [Level 150](#) | [Level 151](#) »

Backrooms Levels

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